

## CLEAN VERSION OF AMENDED CLAIMS

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G4 1. (twice amended) A method for operating a coin actuated entertainment automat comprising  
placing a coin into a coin acceptance device of an entertainment automat;  
testing the coin in a coin testing device;  
displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;  
controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;  
influencing the course of the game by an operational element disposed on the front side of the entertainment automat;  
substituting a symbol by another randomly determined symbol;  
renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and  
accumulating the obtained winning in a credit balance counter.

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G5 3. (three times amended) A method for operating a coin actuated entertainment automat comprising  
inserting payment into an automatic entertainment automat;  
activating a game time after receiving the payment by the automatic entertainment machine;  
randomly drawing all cards;  
determining if a game time has ended;  
displaying the winning values in case the game time has ended;

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determining if a key has been depressed in case the game time has not yet ended;  
determining if the depressed key is a hand out key or a hold key in case a key had been depressed;  
randomly drawing cards not being held in case the hand out key had been depressed;  
holding cards in case the hold key had been depressed;  
actualize the intermediate state;  
determining if a certain winning combination had been reached;  
randomly drawing again all cards if the certain winning combination had been reached;  
determining again if the game time has ended if the certain winning combination had not been reached.

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4. (amended) The method for operating a coin actuated entertainment automat according to claim 3 further comprising  
determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.

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5. (amended) The method for operating a coin actuated entertainment automat according to claim 3 further comprising  
networking a second entertainment automat to the first entertainment automat;  
determining which one of the entertainment automats assumes a master function;  
determining which one of the entertainment automats assumes a slave function;  
determining if a jackpot filling level has reached a predetermined release amount;  
starting a jackpot game at the entertainment automat performing the slave function;  
waiting till the slave is ready;  
activating the game time for the entertainment automats;  
randomly drawing all cards;  
determining if a game time has ended;

collecting the game results of the slave entertainment automat in the master entertainment automat;

distributing of the game results to the slave entertainment automat by the master entertainment automat;

calculating of the winning amount;

displaying the winning amount.

6. (amended) The method for operating a coin actuated entertainment automat according to claim 5 further comprising

sending a readiness signal to the master entertainment automat;

waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.

7. (amended) A method for operating a coin actuated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on the front side of the entertainment automat, and wherein a displayed symbol combination comprises several symbols, and wherein a symbol can be substituted by another randomly determined symbol, wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can be renewed within a predetermined time

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window, until the winning carrying symbol combination is reached, and wherein the obtained winning is accumulated in the credit balance counter.

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